

«enumeration» <b>Substance</b>
NH3 NOX NO2 PM10 PM25 EC

«enumeration» <b>TimeUnit</b>
HOUR DAY MONTH YEAR

«enumeration» <b>ResultType</b>
DEPOSITION CONCENTRATION EXCEEDANCE_DAYS EXCEEDANCE_HOURS

«enumeration» <b>CalculationType</b>
PERMIT NATURE_AREA RADIUS CUSTOM_POINTS

«enumeration» <b>StandardVehicleType</b>
LIGHT_TRAFFIC NORMAL_FREIGHT HEAVY_FREIGHT AUTO_BUS

«enumeration» <b>RoadSideBarrierType</b>
SCREEN WALL

«enumeration» <b>RoadElevation</b>
NORMAL NORMAL_DYKE STEEP_DYKE VIADUCT TUNNEL

«enumeration» <b>MaritimeShippingMovementType</b>
INLAND MARITIME

«enumeration» <b>OutflowDirectionType</b>
VERTICAL HORIZONTAL

«enumeration» <b>WaterwayDirectionType</b>
IRRELEVANT UPSTREAM DOWNSTREAM

«enumeration» <b>InlandRouteDirectionType</b>
ARRIVE DEPART

«enumeration» <b>RejectionGrounds</b>
NONE COMPLIANCE_CRITERION EXPOSURE_CRITERION OTHER

«enumeration» <b>MonitorSubstance</b>
NONE PM10_ONLY ALL

«enumeration» <b>TreeProfile</b>
NONE_OR_FEW SEPARATED PACKED

«enumeration» <b>SpeedProfile</b>
URBAN_TRAFFIC_STAGNATING URBAN_TRAFFIC_NORMAL URBAN_TRAFFIC_FREE_FLOW NON_URBAN_TRAFFIC

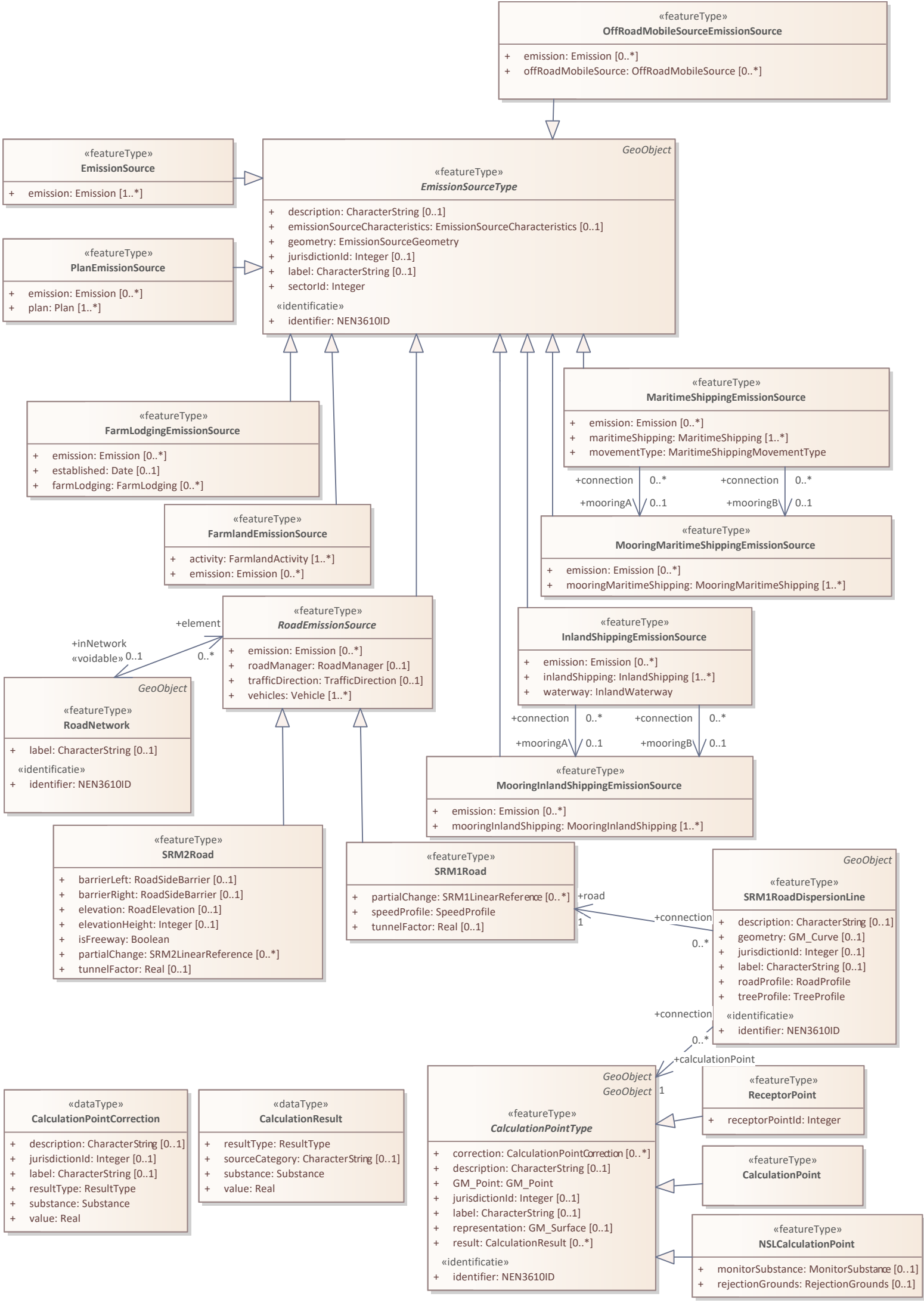
«enumeration» <b>RoadProfile</b>
WIDE_STREET_CANYON NARROW_STREET_CANYON ONE_SIDE_BUILDINGS OTHER

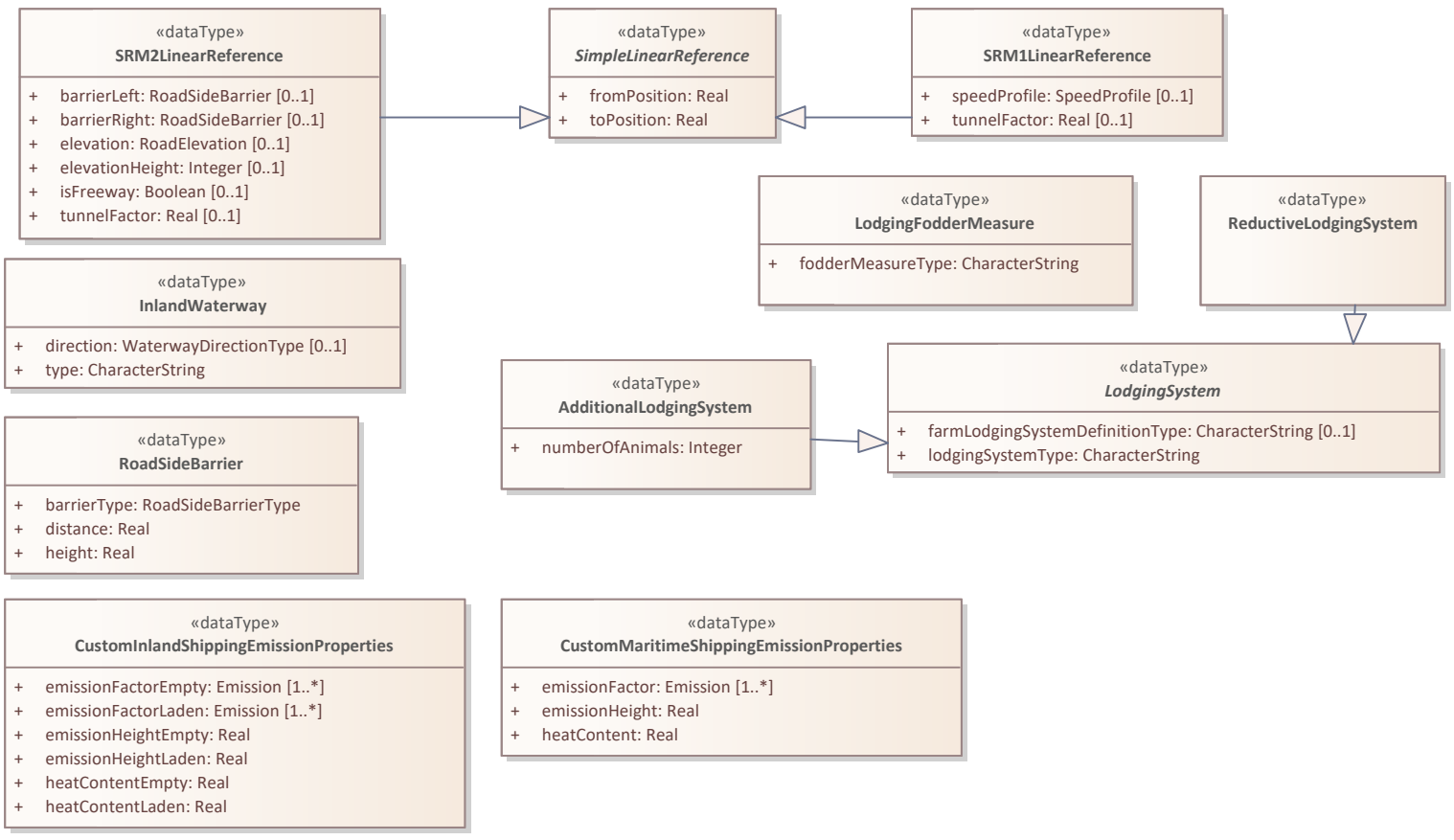
«enumeration» <b>RoadManager</b>
MUNICIPALITY PROVINCE STATE WATER_AUTHORITY PRIVATE

«enumeration» <b>SituationType</b>
REFERENCE PROPOSED TEMPORARY NETTING COMBINATION_REFERENCE COMBINATION_PROPOSED

«enumeration» <b>TrafficDirection</b>
BOTH A_TO_B B_TO_A

«enumeration» <b>OutflowVelocityType</b>
ACTUAL_FLOW NORMALISED_FLOW





«dataType»  
**SRM2LinearReference**

- + barrierLeft: RoadSideBarrier [0..1]
- + barrierRight: RoadSideBarrier [0..1]
- + elevation: RoadElevation [0..1]
- + elevationHeight: Integer [0..1]
- + isFreeway: Boolean [0..1]
- + tunnelFactor: Real [0..1]

«dataType»  
**SimpleLinearReference**

- + fromPosition: Real
- + toPosition: Real

«dataType»  
**SRM1LinearReference**

- + speedProfile: SpeedProfile [0..1]
- + tunnelFactor: Real [0..1]

«dataType»  
**LodgingFodderMeasure**

- + fodderMeasureType: CharacterString

«dataType»  
**ReductiveLodgingSystem**

«dataType»  
**InlandWaterway**

- + direction: WaterwayDirectionType [0..1]
- + type: CharacterString

«dataType»  
**RoadSideBarrier**

- + barrierType: RoadSideBarrierType
- + distance: Real
- + height: Real

«dataType»  
**AdditionalLodgingSystem**

- + numberOfAnimals: Integer

«dataType»  
**LodgingSystem**

- + farmLodgingSystemDefinitionType: CharacterString [0..1]
- + lodgingSystemType: CharacterString

«dataType»  
**CustomInlandShippingEmissionProperties**

- + emissionFactorEmpty: Emission [1..\*]
- + emissionFactorLaden: Emission [1..\*]
- + emissionHeightEmpty: Real
- + emissionHeightLaden: Real
- + heatContentEmpty: Real
- + heatContentLaden: Real

«dataType»  
**CustomMaritimeShippingEmissionProperties**

- + emissionFactor: Emission [1..\*]
- + emissionHeight: Real
- + heatContent: Real

